PERILOUS MAGIC

The *Perilous Magic* Table is provided as an alternative to the *Dark & Dangerous Magic* table, for those settings better suited to less "dark" - but no less dangerous - magical mishaps. Spell effects use the caster's level or minimum level, whichever is higher.

1d100	PERILOUS MAGIC
01-02	*Warp Coma*: You are knocked unconscious for 2d6 minutes (no save).
03-04	*Shifting Essence:* You no longer find sustenance in food or drink, requiring instead (roll 1d4): (i) glass, (ii) mud, (iii) sand, (iv) quartz. Consuming the material acts as food/drink and does not harm you. The effect lasts 1d12 months.
05-06	*Adult Morphin' Mage Tortoise*: You grow a beak like mouth (speech is indistinct, cannot cast spells) and a bulky, shell like torso (as heavy armour). The effect lasts 4d6 hours.
07	*Strange potency*: Your next single target spell affects two targets instead of one (within 24 hours).
08	*Fey Ears*: Over the next 1d12 hours, your ears become pointed like an elf. The effect is permanent.
09	*Tenuous Connection*: Your spell lasts half as long as usual (or your next spell with a duration other than instant within 24 hours).
10	*Heartless*: You have no discernible heartbeat, and do not bleed. The effect lasts 1d12 months.
11-12	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
13-14	Generate an effect from *Holgrim's Chest* (p.99).
15-16	You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.
17	*Spirit Rend*: You have advantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
18	*Dark Seed*: A *Doppelganger* magically splits from you with a hideous, slurping plop. The monster wishes to kill and replace you, but may flee until a better opportunity presents itself. The

[1] **Roll 1d12**; (1) *Elemental* (10 HD); (2) *Dream Phantom*; (3) *2d6 Animated Objects* (weapon size); (4) *Doppelganger*; (5) *Yeggsûl*; (6) *Gibbering Terror*; (7) *Rust Monster*; (8) *Gelatinous Cube;* (9) *Invisible Stalker*; (10) *N'Tarc*; (11) *Shade* (12) *Spectre.*

	Doppelganger lasts 1d12 months or until destroyed.
19	*Conclave of Wind & Sky*: A supernatural weather event immediately occurs (if indoors, limited to the current room or building). As *Conclave of Wind & Sky*, but randomise all effects.
20	*Breathless*: You do not breathe and cannot mimic breathing. If subject to drowning or asphyxiation, you enter a dormant state rather than die. The effect lasts 1d12 months.
21-22	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
23-24	*Mucus*: Your skin oozes a foul smelling mucus for 1d3 days.
25-26	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
27	*Time is Mutable*: You automatically go first in initiative next round.
28	*Whisperer:* You speak only in a sibilant whisper for 1d12 months.
29	*Time Slip*: Your spell takes 2 actions to cast instead of 1.
30	*Called from Above:* Whenever you linger outdoors, butterflies, bees and dragonflies begin to gather around you. The effect lasts 1d12 months.
31-32	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
33-34	*Frost Soul*: Your skin is always cool to the touch, and your breath condensates under hard physical exertion. You are immune to the adverse effects of cold temperature (magical or otherwise). The effect lasts 1d12 months.
35-36	A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.
37	*Inscrutable Boon*: Your spell does not expend a spell use.
38	*Mute:* Your mouth fuses shut, preventing speech and spellcasting. It returns to normal in 2d12 hours.
39	*Eldritch Interference*: Your spell expends two spell uses instead of one.
40	*Shadowless*: You cast no shadow. The effect lasts 1d12 months.
41-42	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
43-44	*Inner Child*: Your personality reverts to that of a 1d6+6 year old. The effect lasts 1d12 days.
45-46	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
47	*Secret Lore*: You regain one expended spell use.
48	*Shedding:* Over the next hour, all of your head and body hair falls out. It grows back as normal.
49	*Forgotten*: You unlearn a random spell for 1d6 days.
50	*Stillness*: The air around you is breezeless and still. Your hair, cloak, etc are unmoved by wind, smoke clings to you, etc. The effect lasts 1d12 months.
51-52	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
53-54	*One Hatred*: All enemies within 30 ft target you above all others (they will expose themselves to free attacks due to movement in order to do so). The effect lasts 2d6 rounds.

[2] **Roll 1d8**; (1) *Gift of the Fiery Furnace*; (2) *Behold the Secret Truth*; (3) Roll on the *Holgrim's Chest* table; (4) *Malediction of Lunacy*; (5) *Writhing Fog*; (6) *A Wisp Unseen*; (7) *Bane of Mortals*; (8) *Flesh to Stone*.

55	You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.
56	*Unexpected Boon*: You are affected by a random potion, roll 1d6: (i) *Abrupt Diminution*, (ii) *Cradle of Formlessness*, (iii) *Giant Strength*, (iv) *A Wisp Unseen*, (v) *Towering Growth*, (vi) *Rightful Ascension.*
57	*Sorcerer's Pox:* Your skin breaks out in painful sores, starting with the extremities and spreading inwards. The effect is uncomfortable but otherwise cosmetic. It fades away after 1d12 months.
58	*No Mercy*: All creatures within 30 ft of you lose all sense of clemency or quarter, and will not accept surrender if engaged in combat (foes are put to the sword). The effect lasts 2d6 days, at which time PCs might suffer a serious madness (GM's call; *Luck* (Will) save negates the madness only).
59	*Life Aegis*: Living targets are immune to your magic for 24 hours.
60	*Darkening*: Small open flames such as candles and torches are automatically extinguished within 30 feet of you. The effect lasts 1d12 months.
61-62	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
63-64	*Speaker of the Void*: You speak only in a disturbing alien chittering that no-one understands. You may still cast spells. The effect ends in 1d4 months.
65-66	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
67	*Bend Reality*: You may change the damage type of any spell you cast to any other damage type for 24 hours.
68	*Fell Lethargy*: You require 12 hours sleep per day, or lose 1 Con due to overwhelming exhaustion. The effect lasts 1d12 months.
69	*Toll of Mortals*: All living creatures within 30 ft of you age 2d10 years (*Luck* save for half, you are immune).
70	*Ironbane*: Carrying iron causes you severe nausea, and touching it causes pain (using such objects imposes disadvantage or some other penalty; GM's call). The effect lasts 1d12 months.
71-72	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
73-74	*Winged*: You sprout large feathered wings from your back, elbows, neck or ears (GM discretion). You can fly at your normal speed. The wings moult and drop off after 2d12 hours.
75-76	A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.
77	*Claws*: You grow non retractable claws on the ends of your fingers (1d4 damage, you may hold items and cast spells as normal). The effect lasts 1d12 months.
78	*Gender Shift:* You slowly change sex over the next 24 hours, including build, voice, facial features, etc. The effect lasts 1d12 months.
79	*Waterwyrd*: Drinking water is poison to you (6d6 damage, *Luck* (Con) save for half). You may hydrate yourself using other fluids (eg: alcohol, fruit juice, etc). The effect lasts 1d12 months.
80	*Hollow*: You are never hungry or thirsty, and cannot abide food or drink. Even the smell makes you nauseous. Lasts 1d12 months.
81-82	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

83-84	*The Prize*: Creatures within 30 ft of you feel an overwhelming compulsion to seize control of a random tiny object visible on your person (*Luck* (Will) save negates). The effect lasts 2d6 rounds.
85-86	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
87	*Undead Beacon*: The closest 3d6 corpses animate as hostile *Zombies* that stop at nothing to destroy you (they might be miles distant). The *zombies* unerringly sense your whereabouts.
88	*Demon Brand*: You are marked with an infernal tattoo on your chest and back (no mortal magic can remove or conceal it). You ignore *Demon* magic resistance, and any weapon you wield bypasses a *Demon's* immunities. *Demons* instinctively treat you with curious respect. The effect is permanent.
89	*Puddingmorph*: You transform into a *Black Pudding* (no save, treat as *Sudden Transmogrification*, but your mind and personality are substituted with the pudding's). The effect lasts 1d4 minutes.
90	*Fey Horns:* You grow antlers from your skull in 1d4 hours (if cut off etc, they regrow). The horns splinter and drop off after 1d12 months.
91-92	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
93-94	You transform into a furious *T-Rex* for 1d4 minutes. Your personality is suppressed and substituted with the sentience of an enraged *T-Rex* until the effect ends.
95	You and all creatures within 60 ft gain a random serious madness trait. If a target is already suffering madness, it increases in severity instead.
96	*Grasping Earth:* Sorcerous vines burst from the floor and tightly grip the target (50%) or yourself (50%). The victim may not move from their present location without winning a Str contest vs Str 19 (no action).
97	*The Stars Align*: Your next spell (within 24 hours) causes maximum damage and/or affects the maximum number of targets.
98	*Extra Appendage*: You sprout an extra (roll 1d6): (i) arm, (ii) leg, (iii) eye, (iv) ear, (v) nose, (vi) mouth. The appendage functions as normal (GM determines benefits and/or penalties, if any) and lasts 1d12 months.
99	*Eye of the Infernal*: You suffer the curse of the *Demon* card from the *Astravali* (*Deck of Many Things*).
100	*Marked*: Gain the following table effect *permanently*; Roll 1d12: (i) Frost Soul, (ii) Shifting Essence (iii) Heartless, (iv) Breathless, (v) Claws, (vi) Shadowless, (vii) Stillness, (viii) Fey Horns, (ix) Ironbane, (x) Hollow, (xi) Darkening, (xii) Extra Appendage. No mortal magic can remove this effect.